

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended): A gaming apparatus comprising:
 - a variable display unit configured to variably display a plurality of symbols;
 - a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit;
 - a backlight set in an end portion of the front side display unit in order to light up the symbols displayed by the variable display unit and to light up the front side display unit;
 - a reflecting cover set in the end portion of the front side display unit and configured to allow light emitted from the backlight to directly illuminate the symbols, the reflecting cover including one end connected to a bottom of the front side display unit and an unconnected free end;
 - an internally winning prize determiner configured to determine an internally winning prize; and
 - a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner,
 - wherein a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.
2. (Canceled).
3. (Original): A gaming apparatus according to claim 1, wherein the front side display unit displays a prescribed object on the periphery of an area where viewing of the symbols displayed by the variable display unit is enabled.

4. (Original): A gaming apparatus according to claim 1, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.

5. (Currently Amended): A gaming apparatus comprising:
a variable display unit configured to variably display a plurality of symbols;
a front side display unit located in front of the variable display unit and configured to have a display portion and to have a portion outside of the display portion to enable viewing of the symbols displayed by the variable display unit;

a backlight set in an end portion of the front side display unit in order to light up the display portion of the front side display unit and to light up the symbols displayed by the variable display unit;

a reflecting cover set in the end portion of the front side display unit and configured to allow light emitted from the backlight to directly illuminate the symbols, the reflecting cover including one end connected to a bottom of the front side display unit and an unconnected free end;

an internally winning prize determiner configured to determine an internally winning prize; and

a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner,

wherein a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

6. (Canceled).

7. (Previously Presented): A gaming apparatus according to claim 5, wherein the front side display unit displays a prescribed object on the periphery of an area where viewing of the symbols displayed by the variable display unit is enabled.

8. (Previously Presented): A gaming apparatus according to claim 5, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.

9. (Currently Amended): A gaming apparatus comprising:
a variable display unit configured to variably display a plurality of symbols;
a front side display unit located in front of the variable display unit and configured to enable viewing of the symbols displayed by the variable display unit, and including a LCD display;

a backlight set in an end portion of the front side display unit in order to light up the symbols displayed by the variable display unit to light up the front side display unit and to operate as a backlight of the LCD display;

a reflecting cover set in the end portion of the front side display unit and configured to allow light emitted from the backlight to directly illuminate the symbols, the reflecting cover including one end connected to a bottom of the front side display unit and an unconnected free end;

an internally winning prize determiner configured to determine an internally winning prize; and

a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner,

wherein a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

10. (Canceled).

11. (Previously Presented): A gaming apparatus according to claim 9, wherein the front side display unit displays a prescribed object on the periphery of an area where viewing of the symbols displayed by the variable display unit is enabled.

12. (Previously Presented): A gaming apparatus according to claim 9, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.

13. (Currently Amended): A gaming apparatus comprising:
a variable display unit configured to variably display a plurality of symbols;
a front side display unit located in front of the variable display unit and configured to have a first portion to display a prescribed object and to have a second portion to enable viewing of the symbols displayed on the variable display unit;
a backlight set in an end portion of the front side display unit to light up the symbols displayed on the variable display unit and to light up the front side display unit;
a reflecting cover set in the end portion of the front side display unit and configured to allow light emitted from the backlight to directly illuminate the symbols, the reflecting cover including one end connected to a bottom of the front side display unit and an unconnected free end;

an internally winning prize determiner configured to determine an internally winning prize; and

a stopping controller configured to stop the varying of display of the variable display unit based on a result of determination by the internally winning prize determiner,

wherein a prize is awarded if a stopped state displayed on the variable display unit, which is caused by the stopping controller, matches a prescribed stopped state.

14. (Canceled).

15. (Previously Presented): A gaming apparatus according to claim 13, wherein the front side display unit displays the prescribed object on the periphery of an area where viewing of the symbols displayed by the variable display unit is enabled.

16. (Canceled).

17. (Previously Presented): A gaming apparatus according to claim 13, further comprising a plurality of stoppers configured to stop the varying of display of the variable display unit.

Claims 18-22 (Canceled).

Claim 23 (New): A gaming apparatus according to claim 1, wherein the front side display unit includes:

an LCD display; and

a light guiding panel configured to allow light emitted from the backlight to illuminate the LCD display.

Claim 24 (New): A gaming apparatus according to claim 5, wherein the front side display unit further includes a light guiding panel configured to allow light emitted from the backlight to illuminate the display portion.

Claim 25 (New): A gaming apparatus according to claim 9, wherein the front side display unit further includes a light guiding panel configured to allow light emitted from the backlight to illuminate the LCD display.

Claim 26 (New): A gaming apparatus according to claim 13, wherein the front side display unit further includes a light guiding panel configured to allow light emitted from the backlight to illuminate the first portion.